L Number	Hits	Search Text	DB	Time stamp
2	22	tactic$6 near2 agent	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:46
3	3	(aerial near2 warfare) and (tactic$6 near2 agent)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:46
4	144	(703/17).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:47
5	854	(703/2).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:47
6	130	(703/20).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:47
7	66	(706/30).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:50
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9	77	(706/905).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:50
10	20	(706/913).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:50
1	15	aerial near2 warfare	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:51
11	93	aerial near2 (warfare or combat)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:52
12	3	(tactic$6 near2 agent) and (aerial near2 (warfare or combat))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:51
13	80	aerial near2 (combat)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:52
-	0	("6360193").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/19 18:22

-	22913	aerial warfare	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/19 18:22
-	10	aerial adj warfare	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:45

L Number	Hits	Search Text	DB	Time stamp
2	22	tactic$6 near2 agent	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 14:12
3	3	(aerial near2 warfare) and (tactic$6 near2 agent)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:46
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12	3	(tactic$6 near2 agent) and (aerial near2 (warfare or combat))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:51
13	80	aerial near2 (combat)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 12:52
14	2162	tactic$6 and agent	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 14:12

15	2	(aerial near2 (combat)) and (tactic$6 and agent)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/20 14:12
-	0	("6360193").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/08/19 18:22
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Proving as Editing HOL Tactics - Takahashi, Hagiya (1999) (Correct)
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113-0033, JAPAN Keywords: Higher Order Logic **Tactic**-Based Theorem Prover User interface Emacs
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nicosia.is.s.u-tokyo.ac.jp/pub/staff/hagiya/fac99/uitp-final.ps

Generalization and Reuse of Tactic Proofs - Amy Felty And (Correct) (7 citations)
Generalization and Reuse of **Tactic** Proofs Amy Felty and Douglas Howe AT&T Bell
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A Prototype Design for Studying Emergent Battlefield.. - Through Multi-Agent.. (Correct)
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www.business.vu.edu.au/infosyspapers/docs/2000/DarbyshireP2000.pdf

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4072 Australia Technical Report No. 97-16 A **Tactic** Language For Ergo Andrew Martin, Ray Nickson, And
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Incremental Proof Planning by Meta-Rules - Gerberding (1997)   (Correct)   (1 citation)
Abstract We propose a new approach to automated **tactic**al theorem proving and proof planning: By using
Via meta-rules contextual preconditions for **tactics** can be formulated in a transparent way. The
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Metavariables and Tactic Proofs (Draft) - Douglas Howe Department   (Correct)
Metavariables and **Tactic** Proofs (Draft) Douglas J. Howe Department of
the problem of integrating metavariables with **tactic**-based interactive theorem proving systems. We
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could easily translate through the air and provide **aerial** surveillance. The AROD was controlled from a
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Center [NOSC]was the principal development **agent** on the system. GATERS consisted of a land-based,
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1/9 Intelligent **Agents**: An Emerging Technology for Next Generation
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A Simulation of Adaptive **Agents** in a Hostile Environment Thomas D. Haynes and
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environment. In order to facilitate this goal, **agents** are run through random environment
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<u>Satellite Image Interpretation using Spatial Reasoning - Jane Brennan And</u> (Correct)
GIS spatial model is often used in satellite or **aerial** image interpretation to describe the positioning
www.cse.unsw.edu.au/~jbrennan/papers/brennan_51.ps.gz

<u>Urban aerial image understanding using symbolic data. - Moissinac, Maître, Bloch (1994)</u> (Correct) (1 citation)
Urban **aerial** image understanding using symbolic data. Henri
www-ima.enst.fr/archive/Maitre/spie94.ps.gz

<u>Hierarchical Hybrid System Design on Berkeley UAV - Koo, Shim, Shakernia.. (1998)</u> (Correct) (1 citation)
as a visualization tool. A helicopter-based **aerial** vehicle has been constructed and the proposed
the ground monitoring station. The **aerial** vehicle **agent** is able to operate with the independent computing
HTTP.CS.Berkeley.EDU/~fhoffman/auvs98.ps.gz

<u>Agent-Oriented Architecture for Air Combat Simulation - Rao, Lucas, Morley (1993)</u> (Correct) (17 citations)
Agent-Oriented Architecture for Air **Combat** Simulation April, 1993 Technical Note 42 By:
Agent-Oriented Architecture for Air **Combat** Simulation
an even more complex programming environment. **Agent**-oriented architecture provides a suitable
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Distributed Sensor Interpretation: Modeling **Agent** Interpretations in DRESUN Norman Carver, Victor
developed to explore the implications of having **agents** with more sophisticated evidential
representations and control capabilities than the **agents** that were used in our earlier research with the
www.cs.siu.edu/~carver/ps-files/tr93-75.ps.gz

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June 3-5, 1998. Toolkits for a Distributed, **Agent**-Based Web Commerce System Guanghao Yan

becomes more dynamic and heterogeneous, software **agents'** have been touted as the new building blocks for whereby the Web is populated with as many software **agents** (involved in electronic commerce and other www.cais.ntu.edu.sg:8000/~wkn/paper/ec98.ps

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model that approximates the effects of atmosphere (**aerial** perspective) These models are fielded in a www.cs.utah.edu/vissim/papers/sunsky/sunsky.ps.gz

Task Decomposition and Dynamic Role Assignment for Real-Time.. - Stone, Veloso (1998)   (Correct) (16 citations)
missions [15]search and rescue, and battlefield **combat** [19]2 Team Member Architecture Our new Multiagent domains consisting of teams of **agents** that need to collaborate in an adversarial domains, as time-critical environments in which **agents** act autonomously with low communication, but they www.cs.kuleuven.ac.be/~nico/robocup/../docs/stone.ps.gz

Constraints on the Design of a High-Level Model of Cognition - Jones, Laird (1997)   (Correct)   (1 citation)
behavior flying simulated aircraft in tactical air **combat** training scenarios. The design of the system has of weapons, and communication between different **agents** in semi-natural language. The experts interpret environment at some level of representation. 3. The **agent**. The **agent** is a human or simulation model (in our ai.eecs.umich.edu/people/laird/papers/tacair-cogsci.pdf

Global Combat Support System (GCSS) Operational Architecture - Overview And Summary   (Correct)
D R A F T D R A F T DCN 1674066-003-003 Global **Combat** Support System (GCSS) Operational Architecture J
gcss.jsj4.com/presentations/ovsumv3_2.pdf

Self-fulfilling Bias in Multiagent Learning - Hu, Wellman (1996)   (Correct)   (15 citations)
is complicated by the fact that as other **agents** learn, the environment effectively changes. environment effectively changes. Moreover, other **agents'** actions are often not directly observable, and observable, and the actions taken by the learning **agent** can strongly bias which range of behaviors are linux.eecs.umich.edu/.5/people/wellman/icmas96hu.ps.Z

The Common Agent - Multi-Protocol Management   (Correct)
The Common **Agent** A Multi-Protocol Management **Agent** The Common
The Common **Agent** A Multi-Protocol Management **Agent** The Common **Agent** is an implementation of an ISO
Agent A Multi-Protocol Management **Agent** The Common **Agent** is an implementation of an ISO compliant www.cs.nccu.edu.tw/~jong/reports/ps/common-a.ps.gz

Trust Appraisal and Secure Routing of Mobile Agents - Swarup (1997)   (Correct)   (3 citations)
Trust Appraisal and Secure Routing of Mobile **Agents** Vipin Swarup The MITRE Corporation 202
adopt a fairly general computation model of mobile **agents**. **Agent** servers are abstract processors, e.g.
fairly general computation model of mobile **agents**. **Agent** servers are abstract processors, e.g.individual www.cs.nps.navy.mil/research/languages/statements/swarup.ps

LODQ6FKPRWJHU-iQ3DUDOL -~OLXVVRQWy - Tu Kosice (1998)   (Correct)
Scheduling in a Multi-**Agent** Environment
paralic,csonto@tuke.sk Abstract. A new scheduling **agent** for existing CIM multi-**agent** system is being
A new scheduling **agent** for existing CIM multi-**agent** system is being currently developed at the fs-kkui2.fei.tuke.sk/papers/1998/conf/basys.ps

Geospecific rendering of alpine terrain - Premoze, Thompson, Shirley   (Correct)
paper describes an approach for using panchromatic **aerial** imagery to produce color views of alpine scenes. www.cs.utah.edu/vissim/papers/snowTerrain/terrain.ps.gz

LAVA: Secure Delegation of Mobile Applets: Design.. - Jatin Hansoty   (Correct)
Vouk, Wu All Rights Reserved Abstract Mobile **agents** are tasks or processes which can be autonomously application areas include, for example, intelligent **agent**, network and system management, web-based mobile attractive paradigm over the Internet, this mobile **agent** technology introduces significant new security shang.csc.ncsu.edu/papers/esw.ps.gz

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Adaptive Agent Tracking in Real-world Multi-Agent Domains: A.. - Milind Tambe (1997) (Correct) (1 citation)
episodes. Our experiments in simulated air-to-air **combat** environments have shown some interesting results
Adaptive **Agent** Tracking in Real-world Multi-**Agent** Domains: A
Adaptive **Agent** Tracking in Real-world Multi-**Agent** Domains: A Preliminary Report Milind Tambe,
www.isi.edu/~shen/agent.ps

Implementing Agent Teams in Dynamic Multi-agent Environments - Tambe (1997) (Correct) (5 citations)
above principles, one for a real-world helicopter **combat** simulation, and one for the RoboCup soccer
Implementing **Agent** Teams in Dynamic Multi-**agent** Environments Milind
Implementing **Agent** Teams in Dynamic Multi-**agent** Environments Milind Tambe Information Sciences
www.cs.kuleuven.ac.be/~nico/robocup/../docs/AAI.ps.gz

A Prototype Design for Studying Emergent Battlefield.. - Through Multi-Agent.. (Correct)
that provides a framework for simulating a land **combat** situation using a multi-**agent** system. Emphasis is
Emergent Battlefield Behaviour through Multi-**Agent** Simulation Paul Darbyshire Hussein Abbass
authors. Abstract Over the past few years, Multi-**Agent** Systems have become an important tool in
www.business.vu.edu.au/infosyspapers/docs/2000/DarbyshireP2000.pdf

Differential Games and Symbolic Programming to Calculate a.. - Ménec (Correct)
Calculate a Guaranteed Aircraft Evasion in Modern **Aerial** Duels St'ephane Le M'enec Institut National de
safety as soon as 1 Missile d'Interception de **Combat** et d'Auto-d'efense/Advanced Medium Range Air to
ftp-sop.inria.fr/secoia/lemenec/soumission-cdc94.ps.Z

Locating Shadows in Aerial Photographs Using Imprecise.. - Mark Stevens (1995) (Correct)
Science Technical Report Locating Shadows in **Aerial** Photographs Using Imprecise Elevation Data Mark
www.cs.colostate.edu/~ftppub/TechReports/1995/tr95-105.ps.Z

A Feasibility Study To Control Airfoil Shape Using THUNDER - Jennifer Pinkerton (1997) (Correct) (2 citations)
P-51 Mustang, to permit high-lift maneuvering in **aerial combat** situations (ref. 1)Until the 1970's,
Mustang, to permit high-lift maneuvering in **aerial combat** situations (ref. 1)Until the 1970's, however,
techreports.larc.nasa.gov/pub/techreports/larc/1997/tm/NASA-97-tm4767.ps.Z

QoS Negotiation in Real-Time Systems and Its Application .. - Abdelzaher, Atkins, Shin (1997) (Correct) (26 citations)
to fly an F-16 fighter aircraft modeled using the **Aerial Combat** (ACM) F-16 Flight Simulator. Experimental
an F-16 fighter aircraft modeled using the **Aerial Combat** (ACM) F-16 Flight Simulator. Experimental results
rtcl.eecs.umich.edu/outgoing/zaher/negotiation.ps

Daedalus Battlefield Visualization System - Edward Riseman (1996) (Correct)
The terrain map will be produced from **aerial** images by the UMass terrain reconstruction system
timely situation awareness for air and ground **combat** operations in order to improve force
vis-ftp.cs.umass.edu/Papers/riseman/iuw96_Daedalus.ps.gz

GPS, Aerial triangulation, Block adjustment, Ground control accuracy - Ra Cy (Correct)
Gps Supported **Aerial** Triangulation Using Untargeted Ground Control
wwwphoto.eng.ohio-state.edu/isprs3/sympo98.man/pp02.ps

Moose Aerial Observation Manual - Nest Technical Manual (Correct)
Moose **Aerial** Observation Manual NEST Technical Manual TM-008

www.borealscience.on.ca/pdfs/netm008.pdf

A Digital Airborne Camera System for Photogrammetry and.. - Helmut Heier Alexander (1999)   (Correct)
camera system. 1. INTRODUCTION For many decades **Aerial** Cameras developed and manufactured by Carl Zeiss
www.ipi.uni-hannover.de/htm-deutsch/publikationen/1999/isprs-workshop/cd/pdf-papers/heier.pdf

Non-Linear Adaptive Auto-Pilot for Uninhabited Aerial.. - Maruthi Akella Center   (Correct)
Non-Linear Adaptive Auto-Pilot for Uninhabited **Aerial Combat** Vehicles. Maruthi R, Akella Center for
Adaptive Auto-Pilot for Uninhabited **Aerial Combat** Vehicles. Maruthi R, Akella Center for System
aero.tamu.edu/~kamesh/Papers/AIAA_99_Portland.pdf

AFV-II: Robotic Aerial Platform for Autonomous Robot Research - Anthony Lewis   (Correct)
AFV-II: Robotic **Aerial** Platform for Autonomous Robot Research M.
usc.edu/pub/nn_robotics/papers/autonomous.robots/94/afv2.ps.Z

A Java Application Framework for Agent Based Systems - Kendall, Krishna, Pathak.. (2000)   (Correct)
(1 citation)
A Java Application Framework for **Agent** Based Systems Elizabeth.A.Kendall, P.V.Murali
AUSTRALIA email :kendall@rmit.edu.au Abstract **Agents** are the next significant software abstraction,
abstraction, especially for distributed systems. **Agent** based systems have been developed in response to
www.cse.rmit.edu.au/~rdsek/papers/frame.ps

A Sanctuary for Mobile Agents - Yee (1997)   (Correct)   (31 citations)
A Sanctuary for Mobile **Agents** Bennet S. Yee February 18, 1997 1 Introduction
is building a secure infrastructure for mobile **agents**, and examining the fundamental security limits of
of computation. With standard approaches for **agent**-based systems, a malicious server has access to
www.cs.virginia.edu/~survive/DOCS/MA_sanctuary.ps

WORDS: Automatic tie point extraction, Aerial triangulation, Block .. - Ig Ht   (Correct)
Iii/1 Key Words: Automatic Tie Point Extraction, **Aerial** Triangulation, Block Adjustment, Quality,
wwwphoto.eng.ohio-state.edu/isprs3/sympo98.man/pp08.ps

Microsoft TerraServer^TM - Tom Barclay Robert   (Correct)
and Development John Hoffman, Natt Robb III, **Aerial** Images Hedy Rossmeissl, Beth Duff, George Lee,
research.microsoft.com/~gray/Papers/MSR_TR_98_17_TerraServer.pdf

Pitfalls of Agent-Oriented Development - Wooldridge, Jennings (1998)   (Correct)   (27 citations)
Pitfalls of **Agent**-Oriented Development Michael Wooldridge and
the theoretical and experimental foundations of **agent**-based systems are becoming increasingly well
devoted to understanding the pragmatics of (multi-**agent** systems development -the everyday reality of
www.csee.umbc.edu/~nicholas/courses/691d/papers/paod.ps

On Entering an Open Society - Costa, Hübner, Bordini (1994)   (Correct)
Abstract This paper concerns the problem of **agent** migration between open societies. In particular,
In particular, it focuses on the problems of an **agent** entering an open society. Two functional levels
[DEM 90]In particular, it deals with open multi-**agent** systems, here called open societies. The problem
www.cs.ucl.ac.uk/staff/ucacrhb/Publications/EnteringOpenSoc.ps.gz

Modelling Competitive Co-operation of Agents in a.. - Brazier, van Eck, Treur (1997)   (Correct)   (1 citation)
Modelling Competitive Co-operation of **Agents** in a Compositional Multi-**Agent** Framework Frances
Co-operation of **Agents** in a Compositional Multi-**Agent** Framework Frances Brazier, Pascal van Eck and
1 Introduction In many multi-**agent** domains competitive **agents** need to co-operate. In
www.cs.vu.nl/~wai/Papers/EKAW97.exacc.ps

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